**Exploration through video games**
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# Acronyms

**5DC**  Five-Dimensional Curiosity Scale. 20, 21, 22, 57, 66, 67, 70, 74, 77, 78, 84, 85, 86, 88, 97, 173, 184, 194, 225

**eSFQ**  Extended Short Feedback Questionnaire. 46, 48, 49

**GBL**  Game-Based Learning. 15, 16, 25, 26, 29, 36, 52, 54, 55, 201

**GUESS**  Game User Experience Satisfaction Scale. 173, 177, 184, 185, 187, 194, 197

**GUR**  Game User Research. 5, 205

**OSF**  Open Science Framework. 119, 175, 180

**PIR**  Pattern Instantiation Region. 125, 140, 141, 147, 152, 153, 154, 176, 181, 182, 183, 184, 186, 188, 189, 191, 192, 193

**STEM**  Science, Technology, Engineering, and Mathematics. 23, 25, 27, 31